

CLAIMS

What is claimed is:

1. A processor comprising:
2 a replay queue to receive a plurality of instructions;
3 an execution unit to execute the plurality of instructions;
4 a scheduler coupled between the replay queue and the execution unit to
5 speculatively schedule instructions for execution; and
6 a checker coupled to the execution unit to determine whether each instruction
7 of the plurality of instructions has executed successfully, and coupled to the replay queue to
8 dispatch to the replay queue each instruction that has not executed successfully.

1 2. The processor of claim 1 further comprising:
2 an allocator/renamer coupled to the replay queue to allocate and rename
3 those of a plurality of resources needed by the instruction.

1 3. The processor of claim 2 further comprising:
2 a front end coupled to the allocator/renamer to provide the plurality of
3 instructions to the allocator/renamer.

1 4. The processor of claim 2 further comprising:
2 a retire unit to retire the plurality of instructions, coupled to the checker to
3 receive those of the plurality of instructions that have executed successfully, and
4 coupled to the allocator/renamer to communicate a de-allocate signal to the
5 allocator/renamer.

1 5. The processor of claim 4 wherein the retire unit is further coupled to the
2 replay queue to communicate a retire signal when one of the plurality of instructions is
3 retired such that the retired instruction and a plurality of associated data are removed from
4 the replay queue.

1 6. The processor of claim 1 further comprising:
2 at least one cache system on a die of the processor;
3 a plurality of external memory devices; and

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4 a memory request controller coupled to the execution unit to obtain a
5 plurality of data from the at least one cache system and the plurality of external
6 memory devices and to provide the plurality of data to the execution unit.

1 7. The processor of claim 6 wherein the at least one cache system comprises
2 a first level cache system and a second level cache system.

1 8. The processor of claim 6 wherein the external memory devices comprise at
2 least one of a third level cache system, a main memory, and a disk memory.

1 9. The processor of claim 1 further comprising:
2 a staging queue coupled between the checker and the scheduler.

1 10. The processor of claim 1 wherein the checker comprises a scoreboard to
2 maintain a status of a plurality of resources.

1 11. A processor comprising:
2 a replay queue to receive a plurality of instructions;
3 at least two execution units to execute the plurality of instructions;
4 at least two schedulers coupled between the replay queue and the execution
5 units to schedule instructions for execution based on data dependencies and
6 instruction latencies; and

7 a checker coupled to the execution units to determine whether each
8 instruction has executed successfully, and coupled to the replay queue to communicate each
9 instruction that has not executed successfully.

1 12. The processor of claim 11 further comprising:
2 a plurality of memory devices coupled to the execution units such that the
3 checker determines whether the instruction has executed successfully based on a plurality of
4 information provided by the memory devices.

1 13. The processor of claim 12 further comprising:
2 an allocator/renamer coupled to the replay queue to allocate and rename
3 those of a plurality of resources needed by the plurality of instructions.

1 14. The processor of claim 13 further comprising:
2 a front end coupled to the allocator/renamer to provide the plurality of
3 instructions to the allocator/renamer.

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1 15. The processor of claim 13 further comprising:

2 a retire unit to retire the plurality of instructions, coupled to the checker to
3 receive those of the plurality of instructions that have executed successfully, and
4 coupled to the allocator/renamer to communicate a de-allocate signal to the
5 allocator/renamer.

1 16. The processor of claim 15 wherein the retire unit is further coupled to the
2 replay queue to communicate a retire signal when one of the plurality of instructions is
3 retired such that the retired instruction and a plurality of associated data are removed from
4 the replay queue.

1 17. A method comprising:

2 receiving an instruction of a plurality of instructions;

3 placing the instruction in a queue with other instructions of the plurality of
4 instructions;

5 speculatively re-ordering those of the plurality of instructions in a scheduler
6 based on data dependencies and instruction latencies;

7 dispatching one of the plurality of instructions to an execution unit to be
8 executed;

9 executing the instruction;

10 determining whether the instruction executed successfully;

11 routing the instruction back to the queue if the instruction did not execute
12 successfully; and

13 retiring the instruction if the instruction executed successfully.

1 18. The method of Claim 17 further comprising:

2 allocating those of a plurality of system resources needed by the instruction.

1 19. The method of Claim 18 wherein retiring comprises:

2 de-allocating those of the plurality of system resources used by the
3 instruction being retired;

4 removing the instruction and a plurality of related data from the queue.
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